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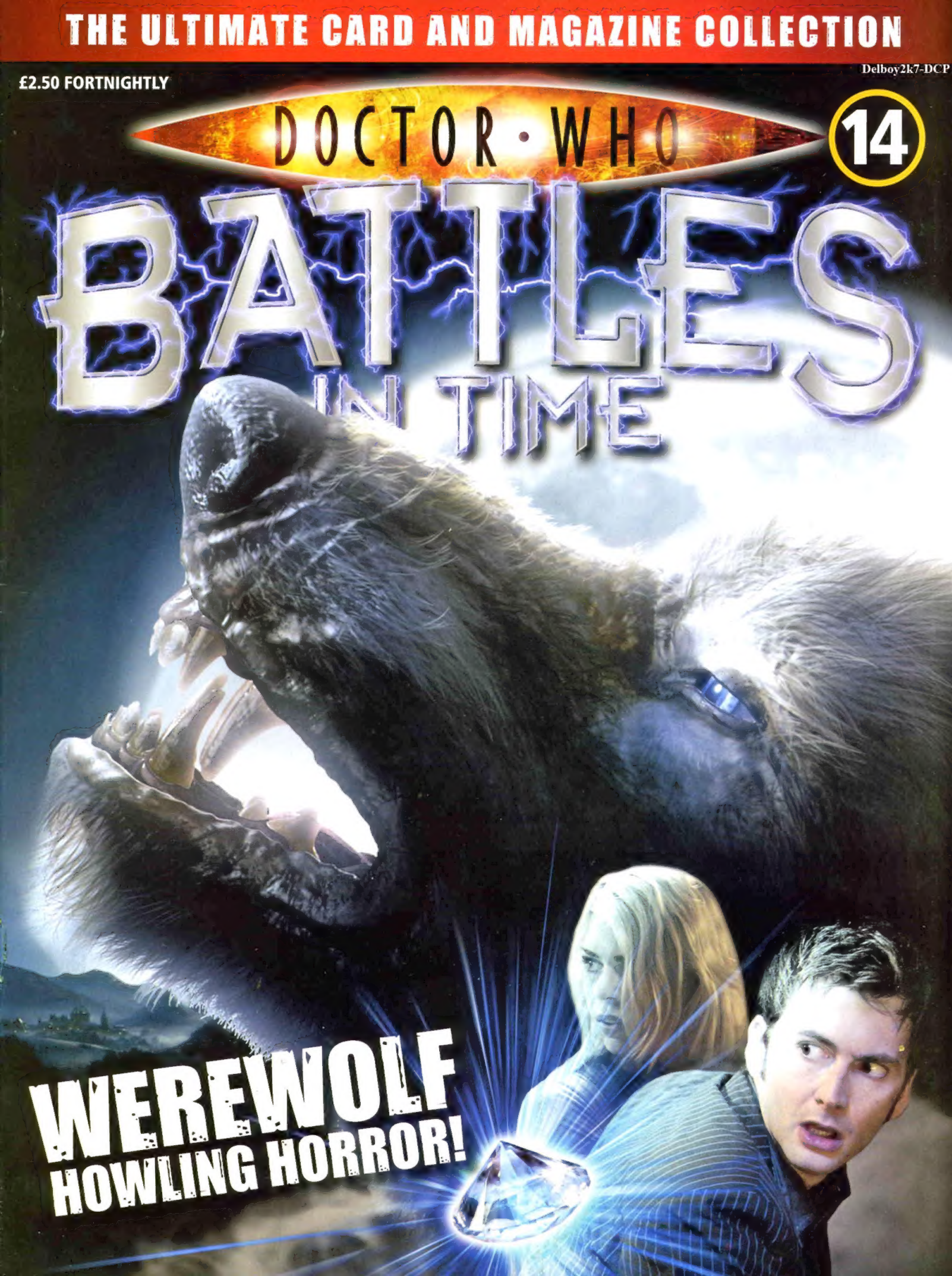

WEREWOLF HOWLING HORROR!

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GAMEPLAY BUNCH

In this game you battle all five categories on your cards!

STEP 1

Player 1 takes out any duplicates or bonus cards in the deck, then shuffles the pack and deals five cards to both players.

There are five battles in this game – one for each category on the cards. So the Intelligence battle comes first and Fear Factor is last.

Player 1 looks at his five cards and decides which one he will use in each category battle and lays them face-down in a row.

TOP TIP

Don't let your opponent see your cards!

Now Player 2 must do the same with his cards and place them next to players 1's. The row formation should look like the layout below.

OF FIVES!

STEP 2

PLAYER 2 WINS THE FIRST BATTLE!

The first battle starts when both players turn over their Intelligence cards.

Whoever wins the round, then claims both cards as their winnings.

Play continues with Agility, then Stamina, Special Abilities and, finally, Fear Factor.

STEP 3

At the end of the game count up how many cards you have won. The player with the most is the overall winner.

DECK DOCTOR

AGILITY TOP 10!

Here is a guide to some of the top Agility cards in the Exterminator set. Your mates will be shaking in their boots when you play with these!

1 **The treacherous Gelth can move with great ease through gas pipes and can also jump from body to body.**

2 **At first the Cybermen could only break through into this world in the form of ghosts.**

3 **Ultra-bendy and speedy legs mean the Spider Group can easily climb through very small gaps.**

4

One of the fastest monsters, they climb walls like lizards and fly after prey like bats.

The Wire feeds off human brains as she moves between television sets.

5

6

Like the Krillitane, the Reapers are very good at flying and also very good at eating humans!

7

The Werewolf is a crazed killer with incredible speed and strength.

You may ask why Mr Wagner has good agility – but he is a Krillitane in disguise!

8

9

The Sycorax Leader shows that he's pretty handy at sword fighting.

The Cyber Leader would march all day and night to delete you.

10

WE PIT TWO OF THE COOLEST EXTERMINATOR

THE WIRE

MONSTER PROFILE

LIFE FORM ELECTRICAL

OCCUPATION INVADER

DANGER LEVEL HIGH

WHO IS SHE? She was an alien creature executed for her crimes, whose energy survived. Trapped on Earth inside television signals, she disguised herself as a TV presenter and feasted on viewers.

WHAT'S SHE LIKE? Totally focused on her goal, she would let nothing stand in her way. She showed no mercy, and didn't care about what happened to any of the humans whose faces she stole.

WHAT'S SHE GOOD AT? She was skilled at controlling humans – Magpie became her slave. She was also very clever and realised she could harvest millions of people by transmitting her energy through Alexandra Palace.

LOOK OUT FOR THE WIRE FEEDING CARD!

THE WIRE WINS ON

INTELLIGENCE:
5800 vs 1600

AGILITY:
8400 vs 4700

STAMINA:
6500 vs 3100

SPECIAL ABILITIES:
7200 vs 800

FEAR FACTOR:
6800 vs 900

TOTAL 5/5

THE WIRE

CARDS AGAINST EACH OTHER, FOR A FEARSOME FACE-OFF!

MAGPIE

HUMAN PROFILE

LIFE FORM	HUMAN
OCCUPATION	SALESMAN
DANGER LEVEL	MEDIUM

WHO IS HE? He was the owner of a television shop who was taken over by the Wire. She made him cut the price of TV sets and sell as many as possible so she could feast on more viewers.

WHAT'S HE LIKE? He was a weak man who was easily controlled by the Wire to help with her evil doing. He lied to the Doctor and helped the Wire to find her victims.

WHAT'S HE GOOD AT? He was a good salesman and managed to sell hundreds of TVs to the local people – but he was helped by the £5 price! Really he was only good at being under alien control.

MAGPIE LOSES ON EVERYTHING!

TOTAL 0/5

WINS!

HAVE YOU GOT ANY OTHER CARDS FROM 'THE IDIOT'S LANTERN' EPISODE?

FAQ EPISODE 13

PARTING OF THE WAYS

The Doctor sends Rose back to Earth, but she returns to save him, and everyone, from the Daleks.

Q Which episode is this?
The Doctor squares up for the ultimate battle against the Dalek Emperor and his vast army. He tries to save Rose by sending her home, but she finds a way back by looking into the time vortex in the heart of the TARDIS...

Q Why can't the Daleks destroy the TARDIS when it lands on their ship?
Captain Jack rigs up the extrapolator forcefield, from the last Slitheen episode, to protect the TARDIS from Dalek fire.

Q How can the Doctor beat the Daleks?
His plan is to rewire the Game Station and create a delta wave that will wipe them all out.

Q What's a Delta Wave?
It's an energy wave that will destroy the brain patterns of all living things within its field. The problem is, it will also kill everyone on Earth!

Q What's all this about a Bad Wolf?
The Doctor and Rose keep seeing these words on their travels, but they don't know why. When Rose is trapped back on Earth she realises they are a sign that she can get back and save the Doctor. When she absorbs the time vortex she scatters the words through history to lead her back to fight the Daleks

Q So how does Rose defeat the Daleks?
When she looks into the time vortex it gives her the power to destroy the Dalek army and when she returns to Satellite 5 she does just that.

WHO'S THAT GUY?

Q What happens to the Doctor at the end of the episode?
When the Doctor absorbs the time vortex energy from Rose it destroys his body, so he has to regenerate. He's turning into the 10th Doctor!

> "Rose... You were fantastic. And d'you know what – so was I."

ESCAPE FROM THE DALEKS!

The Daleks are attacking Satellite 5. You must get to the Doctor on the top floor before they do!

INSTRUCTIONS

1. Remove all the bonus cards then shuffle your deck.
2. Place your deck face-down and put a counter on the start.
3. Draw the top card and use it to decide your route.
4. Discard your card. Now it's your friend's turn.

START

The Daleks are cutting through the door with a laser.
What power icon is last on your card?

Captain Jack has joined you and is shooting at the Daleks.
Which Agility score is higher – red or green?

RED AGILITY

GREEN AGILITY

You find a gun and wait for the Daleks to break through the door.
Is your green Special Abilities above 5000?

ABOVE 5000

BELOW 5000

The Daleks are pouring through and so far your gun is working.
Is your red Fear Factor below 4000?

LOWER

HIGHER

The destroyed Daleks are piling up – but watch out here come some more!
Check that you have a hero card...

HERO

NOT HERO

You panic but here comes the lift – you quickly jump in.
Is your red Stamina higher than 5000?

LOWER THAN 5000

HIGHER THAN 5000

You hear 'ALL HUMANS WILL BE EXTERMINATED!' There are too many of them!
If you have a rare card you run away in time.

BELOW 100

COMMON

RARE

The Daleks are shooting at the lift – there is a direct hit!
If your red Intelligence is below 3000 miss a go while you steady yourself.

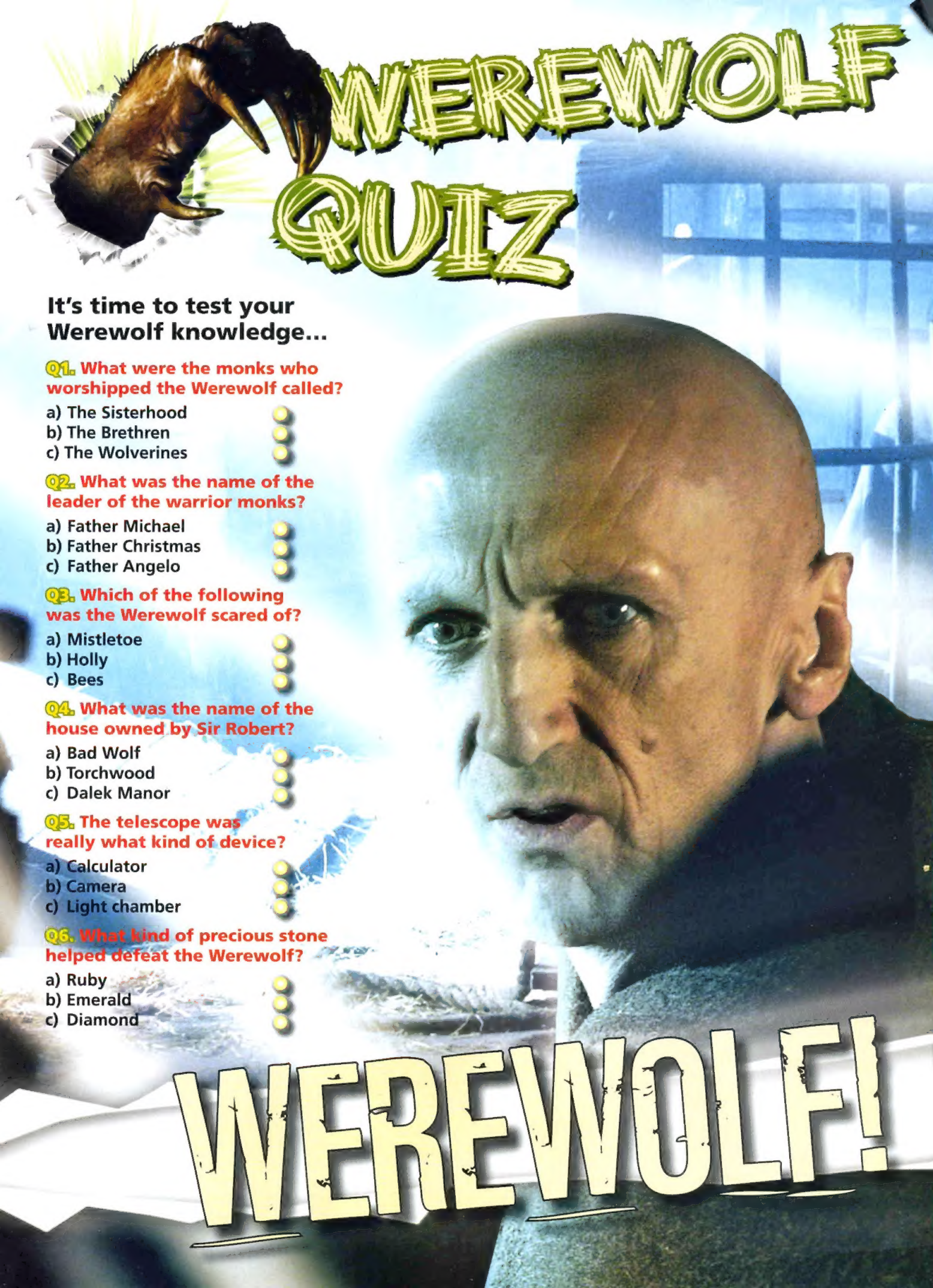
ABOVE 3000

Quick! Another group of Daleks is coming after you.
If your card number is above 100 you see another lift.

ABOVE 100

YOU WIN!

Congratulations!
You jump in the lift and get to the top floor. You've escaped the Daleks and live to fight another day!!



WEREWOLF QUIZ

It's time to test your Werewolf knowledge...

Q1. What were the monks who worshipped the Werewolf called?

a) The Sisterhood
b) The Brethren
c) The Wolverines

Q2. What was the name of the leader of the warrior monks?

a) Father Michael
b) Father Christmas
c) Father Angelo

Q3. Which of the following was the Werewolf scared of?

a) Mistletoe
b) Holly
c) Bees

Q4. What was the name of the house owned by Sir Robert?

a) Bad Wolf
b) Torchwood
c) Dalek Manor

Q5. The telescope was really what kind of device?

a) Calculator
b) Camera
c) Light chamber

Q6. What kind of precious stone helped defeat the Werewolf?

a) Ruby
b) Emerald
c) Diamond

WEREWOLF!

HOW TO BEAT A WEREWOLF IN 5 EASY STEPS!

1. Select some bait – preferably someone important. Queen Victoria would be perfect!
2. Build a useless telescope with far more prisms than necessary. It's really a light chamber, but no-one will realise that at first.
3. Get your hands on the biggest, shiniest, most expensive diamond in the world and keep on cutting it until it's just right.
4. Wait for the next full moon...
5. Lure the Werewolf into your trap using the bait then line up the 'telescope' so it focuses the light from the moon on the diamond. This drowns the creature in the very thing it's made from – moonlight.

TEETH

The Werewolf wants to bite Queen Victoria so she will become the next Host.

DIAMOND

Queen Victoria doesn't realise that her dead husband had the Koh-i-Noor diamond cut specially so it would reflect the moonlight and trap the Werewolf.

THE HOST

Once every generation a boy goes missing in the Scottish glen and becomes the new Host. The current Host was kidnapped by the Brethren when he was younger so his body could house the Werewolf.

MISTLETOE

The strange monks train to believe it is allergic t When they wear it arou the Werewolf won't go

14
WERE
FANGS
These are extremely sharp, and can tear through wood with great ease.
MONKS
ed the Werewolf
mistletoe.
d their necks
ear them.

WOLF

HOWLING HORROR!

A strange alien being sits inside a human Host. Every full moon it becomes a Werewolf, and terrorises a remote Scottish glen. It's waiting for Queen Victoria to come to the area so the alien can take over the most powerful woman in the world.

TELESCOPE

At first glance the telescope is beautiful, bu
a bit rubbish. It has too many prisms to wor
properly, but it's really a light chamber, desig
to magnify light to be used as a weapon.

TOP 10 WEREWOLF FACTS

1. The Werewolf is technically more of a lupine-wavelength haemovariform.
2. Normal bullets can't stop it, only special silver ones.
3. It came to Earth in 1540 when a shooting star landed near the monastery close to the Glen of Saint Catherine.
4. The local werewolf myth goes back 300 years – howling rings round the valley every full moon, and the next morning farm animals are found ripped apart.
5. The Werewolf is driven by a desire to take over Queen Victoria's body and start the Empire of the Wolf.
6. The Werewolf is worshipped as a god by Father Angelo and the Brethren.
7. When Queen Victoria is scratched by the Werewolf, the Doctor thinks she may have been infected, and will become a werewolf herself!
8. The Werewolf can only move to another Host by biting someone.
9. It wants to speed up the development of the Victorian age.
10. After her experience with the Werewolf, Queen Victoria creates an institute to explore strange happenings and names it after the house where she was attacked – Torchwood....

WEREWOLF CARDS

There are stacks of cards from the Tooth and Claw episode. Can you collect them all?

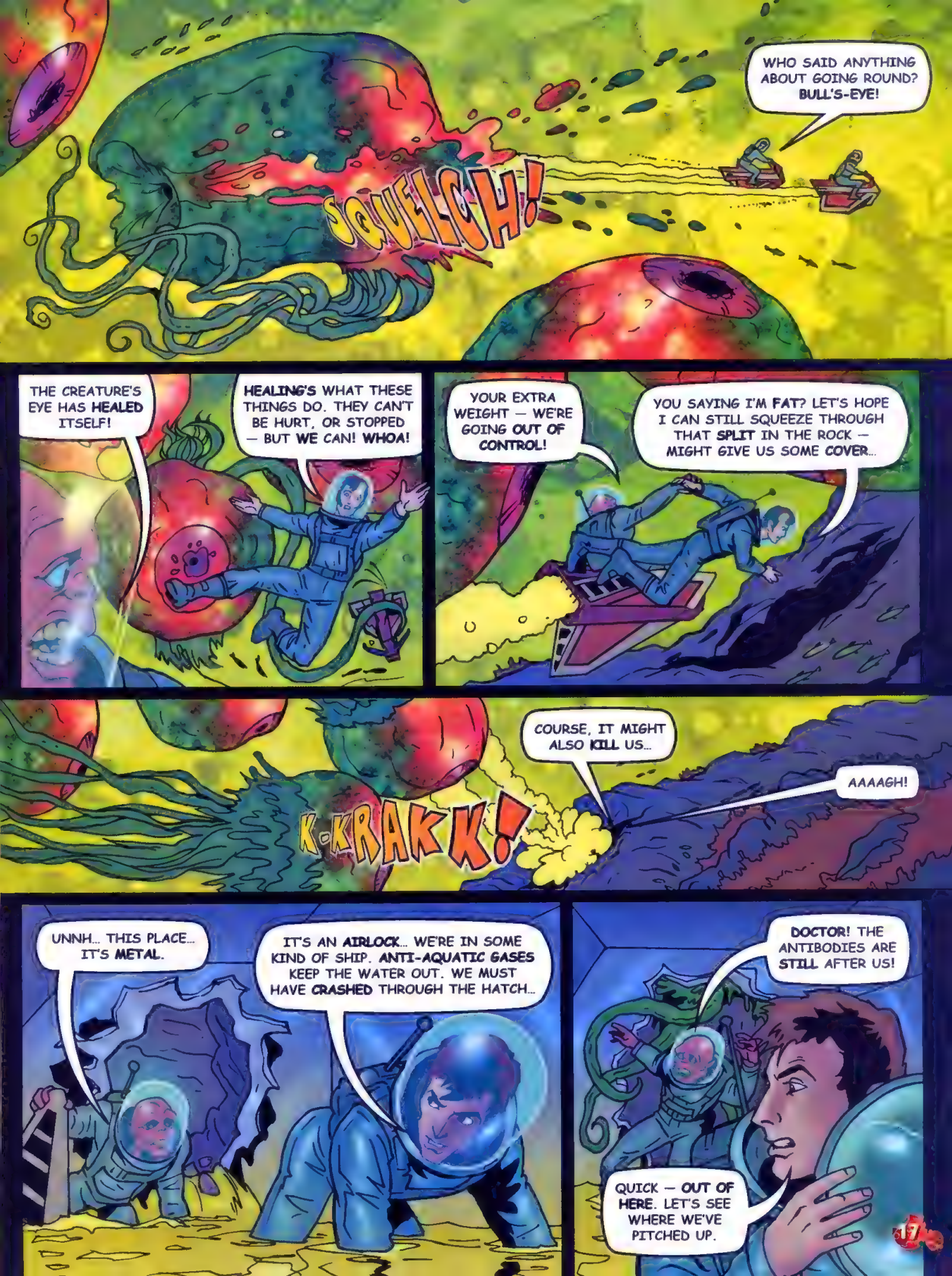
DANGER!

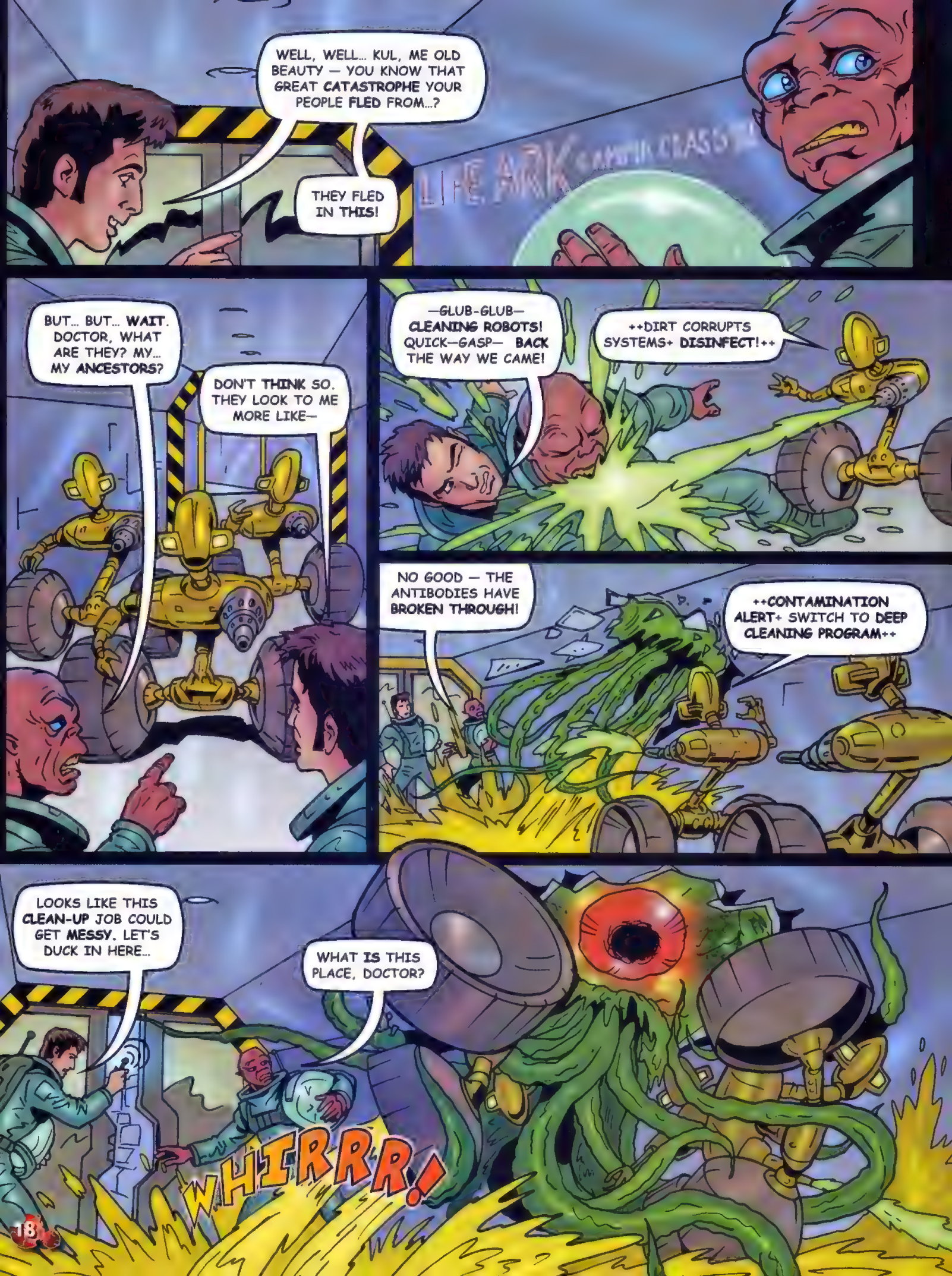
TURN TO PAGE 23 FOR THE ANSWERS BEFORE THE HOST TURNS INTO A WEREWOLF!

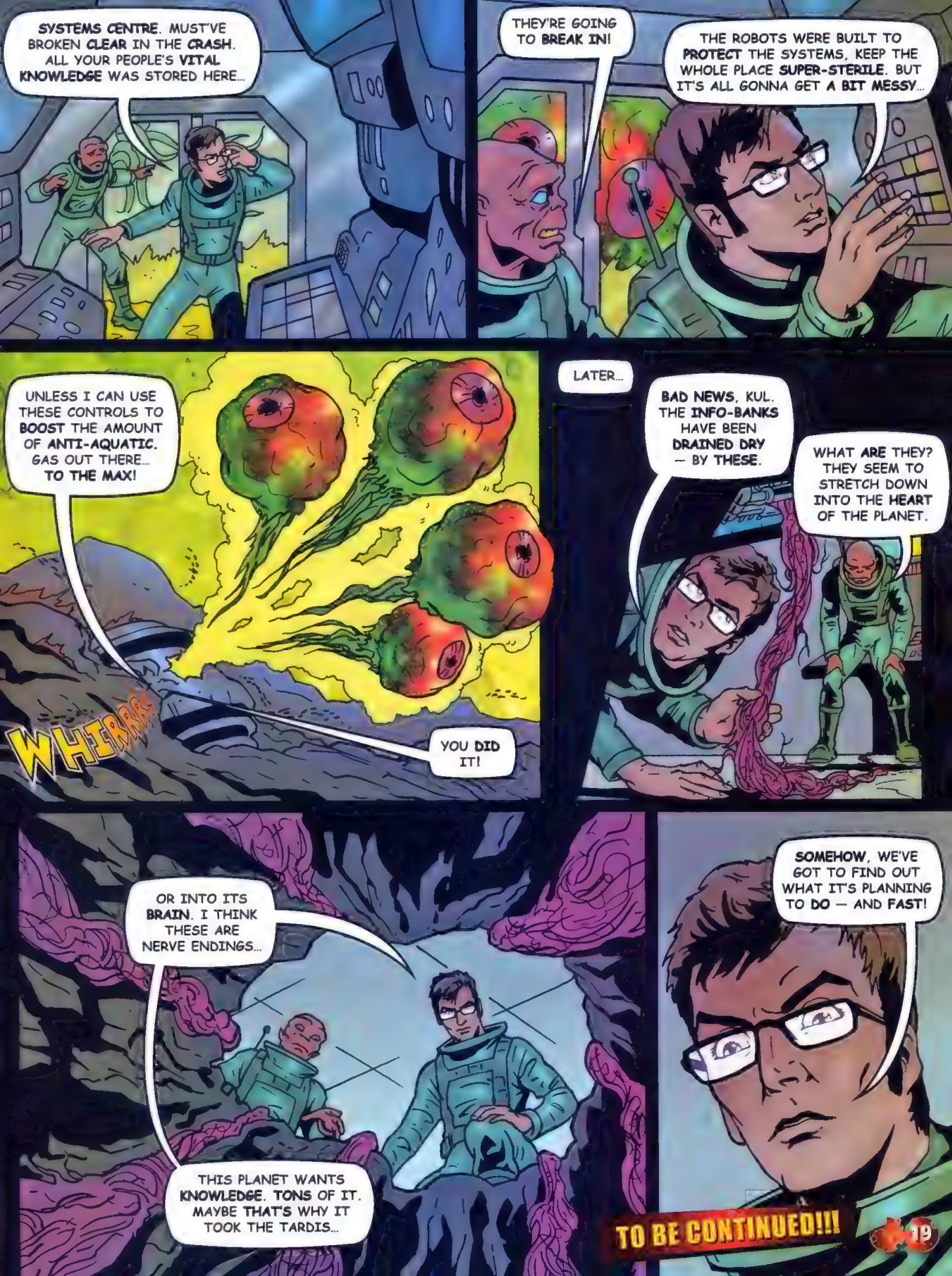
BEYOND THE SEA

The TARDIS has gone missing on a living planet. With the help of Kul, the Doctor embarks on a desperate hunt...

Written by: Steve Cole. Inks: Lee Sullivan. Colours: Alan Craddock.


WHO SAID ANYTHING ABOUT GOING ROUND? BULL'S-EYE!
SQUELCH!
THE CREATURE'S EYE HAS HEALED ITSELF!
HEALING'S WHAT THESE THINGS DO. THEY CAN'T BE HURT, OR STOPPED — BUT WE CAN! WHOA!
YOUR EXTRA WEIGHT — WE'RE GOING OUT OF CONTROL!
YOU SAYING I'M FAT? LET'S HOPE I CAN STILL SQUEEZE THROUGH THAT SPLIT IN THE ROCK — MIGHT GIVE US SOME COVER...
COURSE, IT MIGHT ALSO KILL US...
AAAAGH!
K-KRAKK!
UNNH... THIS PLACE... IT'S METAL.
IT'S AN AIRLOCK... WE'RE IN SOME KIND OF SHIP. ANTI-AQUATIC GASES KEEP THE WATER OUT. WE MUST HAVE CRASHED THROUGH THE HATCH...
DOCTOR! THE ANTIBODIES ARE STILL AFTER US!
QUICK — OUT OF HERE. LET'S SEE WHERE WE'VE PITCHED UP.


WELL, WELL... KUL, ME OLD BEAUTY — YOU KNOW THAT GREAT CATASTROPHE YOUR PEOPLE FLED FROM...?
THEY FLED IN THIS!
LIFE ARK
BUT... BUT... WAIT. DOCTOR, WHAT ARE THEY? MY... MY ANCESTORS?
DON'T THINK SO. THEY LOOK TO ME MORE LIKE—
—GLUB-GLUB— CLEANING ROBOTS! QUICK—GASP— BACK THE WAY WE CAME!
++DIRT CORRUPTS SYSTEMS+ DISINFECT!++
NO GOOD — THE ANTIBODIES HAVE BROKEN THROUGH!
++CONTAMINATION ALERT+ SWITCH TO DEEP CLEANING PROGRAM++
LOOKS LIKE THIS CLEAN-UP JOB COULD GET MESSY. LET'S DUCK IN HERE...
WHAT IS THIS PLACE, DOCTOR?
WHIRRR!


SYSTEMS CENTRE. MUST'VE BROKEN CLEAR IN THE CRASH. ALL YOUR PEOPLE'S VITAL KNOWLEDGE WAS STORED HERE...
THEY'RE GOING TO BREAK IN!
THE ROBOTS WERE BUILT TO PROTECT THE SYSTEMS, KEEP THE WHOLE PLACE SUPER-STERILE. BUT IT'S ALL GONNA GET A BIT MESSY...
UNLESS I CAN USE THESE CONTROLS TO BOOST THE AMOUNT OF ANTI-AQUATIC GAS OUT THERE... TO THE MAX!
WHIRRR
YOU DID IT!
LATER...
BAD NEWS, KUL. THE INFO-BANKS HAVE BEEN DRAINED DRY — BY THESE.
WHAT ARE THEY? THEY SEEM TO STRETCH DOWN INTO THE HEART OF THE PLANET.
OR INTO ITS BRAIN. I THINK THESE ARE NERVE ENDINGS...
THIS PLANET WANTS KNOWLEDGE. TONS OF IT. MAYBE THAT'S WHY IT TOOK THE TARDIS...
SOMEHOW, WE'VE GOT TO FIND OUT WHAT IT'S PLANNING TO DO — AND FAST!
TO BE CONTINUED!!!

BEHIND THE SCENES

DID YOU KNOW?

There are several K-9s – two in the episode, and also an entire litter of 'pups' made for exhibitions!

Some delicate repair work!

A DOG'S LIFE!

When K-9 appeared in the episode 'School Reunion', he needed a lot of repairs to make him work. Model-maker Mike Tucker tells us what he did...

Your favourite robot dog isn't new to battling baddies by the Doctor's side and he's not as young as you might think. He originally appeared in some of the classic episodes of Doctor Who between 1977 and 1980.

Mike Tucker remembers how he found K-9 in a BBC skip 25 years ago after the hound had been chucked out as an old prop. 'I saw K-9's snout poking out and knew he had to be saved from the bin men!' he says. K-9 was then kept safe in Mike's studio until a meeting for the 'School Reunion' episode in 2005.

'The BBC wanted K-9 to return in the new series,' Mike recalls, 'and we only had a week to repair him!' Mike and his team had a bit of a job on their hands because, as he put it, 'After years of living in a cupboard K-9 was looking a bit worse for wear!' Mike and his team had to replace K-9's ears, tail, neck, fake external electronics, put his head back on, and adjust the stun gun in his nose so it could now shoot at flying monsters.

K-9 was then sent to the BBC in Cardiff where he was fitted with real electronics so he could be radio-controlled.

However, even at full power the clever canine wasn't too fast and had a few problems moving around on carpet. Luckily all these hitches were sorted out in time for K-9 to help defeat the Krillitanes!

K-9 KEY FACTS

It may surprise you, but K-9's not a real dog! And he's made from some rather funny things...

1. **K-9's body is made of fibreglass, which is also used to make canoes. It makes him light and easy to control.**
2. **He's powered by a 12-volt battery – a bit like the one a car uses.**
3. **The BBC wanted him to look rusty, so Mike's team painted a rust effect on him with cocoa powder!**
4. **K-9's probe sensor that extends from his red eyepiece is an electric car aerial with a rubber sucker on the end!**
5. **His inner workings are not as scientific as they seem. Look closely and you might spot yoghurt pots and old photocopier parts!**

IN THE SHOW

When the Doctor is investigating strange goings-on at a school he bumps into his old friend Sarah-Jane who has been looking after K-9. After he's fixed, K-9 saves the day by zapping the Krillitanes then sacrificing himself.

THE CYBER CONTROLLER'S BRAIN BLISTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

THE WEREWOLF'S WEAKNESS...

Work out what will stop the rampaging Werewolf by filling in the words below.

1. The jewel that the Doctor used to kill the werewolf is a d____d.
2. Queen V_____a is the person the Werewolf is after.
3. A t_____e is what you use to look at planets and stars.
4. The big house is in a country called S_____d.
5. Father A____o is the leader of the group of monks.
6. The Host is kept trapped in a c__e by the monks.
7. If the Werewolf b___s someone they will become the next one.
8. Before the full moon comes out the werewolf is called the H__t.
9. The Doctor believes the Werewolf is actually an a__n lifeform.

PICK A CARD!

Test how well you know your cards with this puzzle. Read the clues and see if you can work out which card they lead to...

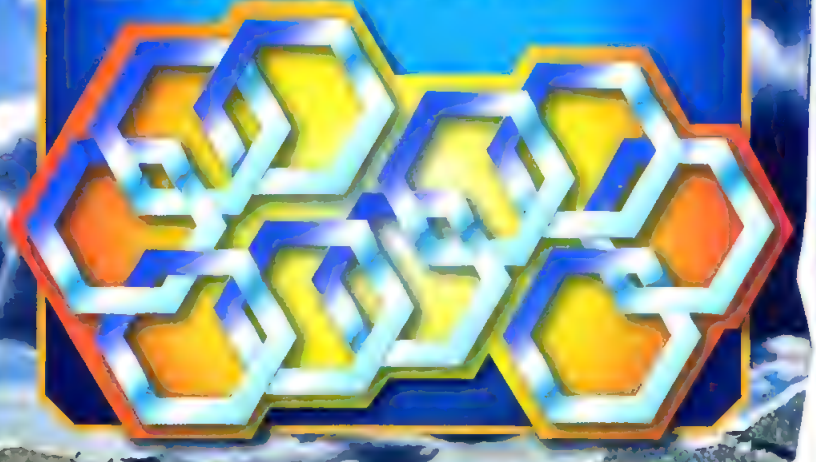
1. The card has a green symbol.
2. The card is not a bonus.
3. The card has no warrior monks on.

FULL MOON FIGURES

Use the moonlight to find out who is out and about at night.

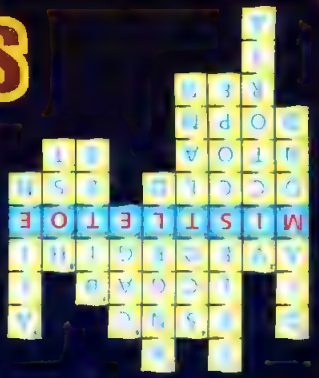
MEND THE TARDIS!

The Doctor is looking for two time hexagons to repair the TARDIS with. Look at the tangle of time hexagons below and work out which ones the Doctor can use.



COMING IN ISSUE 15...

PUZZLE ANSWERS



THE WEREWOLF QUIZ

Q1. b) The Brethren
Q2. c) Father Angelo
Q3. a) Mistletoe
Q4. b) Torchwood
Q5. c) Light chamber
Q6. c) Diamond

THE WEREWOLF'S WEAKNESS...

M I S T L E T O E

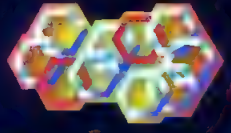
PICK A CARD!

Lady Isobel Maclelish

FULL MOON FIGURES

a) Werewolf
b) Monk
c) The Doctor
d) Rose Tyler
e) Queen Victoria

MEND THE TARDIS!



AIRBORNE EVIL!

Always flying into trouble? Find out which mobile monster you're most like...

1 What do you have to help you fly so well?

a) I have an energy thruster
b) I am made of gas
c) I look like a bat
d) I have huge wings

2 What do you think are your scariest features?

a) My sharp teeth
b) My even sharper talons
c) My demanding voice!
d) My ghostly appearance

3 What is your favourite thing about school?

a) I'm good at scaring the pupils
b) I'm good at eating the pupils!
c) I'm good at maths
d) I'm the best in the class

4 What is your favourite food?

a) Frozen rats
b) I don't eat food!
c) Alive humans
d) Dead humans

5 What kind of books do you enjoy reading?

a) Maths books
b) Horror books
c) Ghost story books
d) Science fiction books

6 From the following who do you dislike most?

a) Too much gas
b) Old buildings
c) The Doctor!
d) Krillitane oil

HOW DID YOU SCORE?

6-9 Gelth Ambassador
Flying into bodies to turn them into zombies makes you one mean monster!

10-15 Reaper
You're a flying killing machine that munches on everything in sight!

16-20 Krillitane
Your bat-like skills allow you to climb up walls and fly at speed after your prey!

21-24: Hovering Dalek
You look a little clunky, but when you're in the air there's no stopping you!

SCORE SHEET

1. a) 4 b) 1 c) 3 d) 2
2. a) 2 b) 3 c) 4 d) 1
3. a) 1 b) 2 c) 3 d) 4
4. a) 3 b) 4 c) 2 d) 1
5. a) 3 b) 2 c) 1 d) 4
6. a) 1 b) 2 c) 4 d) 3

9 771750 351018 14

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GENESIS ARK DALEKS

DALEK

INTELLIGENCE	8600	8500
AGILITY	7000	7200
STAMINA	8000	8400
SPECIAL ABILITIES	8500	8300
FEAR FACTOR	8900	8700

When Mickey unlocked the Genesis Ark, thousands of Daleks unleashed their firepower on humans and Cybermen alike.

C — ANNIHILATOR — 015/100

326

MATRON CASP

(INFECTED)

MONSTER

INTELLIGENCE	5700	5200
AGILITY	5800	5500
STAMINA	3500	3100
SPECIAL ABILITIES	6800	7200
FEAR FACTOR	7500	7300

Matron Casp's monstrous side came out when she tried to stop the Doctor, then her body was overtaken by disease.

C — ANNIHILATOR — 051/100

280

CASSANDRA AS ROSE

MONSTER

INTELLIGENCE	4700	4100
AGILITY	6500	6800
STAMINA	7100	6900
SPECIAL ABILITIES	5000	5500
FEAR FACTOR	2400	3000

In New New York, Cassandra set a trap for Rose, taking over her mind and then trying to make her kill the Doctor.

C — ANNIHILATOR — 005/100

364

ENERGY BALL

Reduce all your opponent's SLITHEEN scores by 2000.

The Doctor used the electrical charge around his ID card as a weapon to stop the Slitheen, so he could escape.

C — ANNIHILATOR — 089/100

297

DISEASED GROUP

MONSTER

INTELLIGENCE	800	900
AGILITY	4700	4300
STAMINA	6400	6800
SPECIAL ABILITIES	6000	6500
FEAR FACTOR	7500	7100

The Cat Nurses infected these poor clones with every known disease to try and find cures for their hospital patients.

C — ANNIHILATOR — 022/100

236

TRANSPORTER

Search your deck for a card of your choice and add it to your hand.

This advanced Torchwood technology could transport people between parallel worlds, but only one person at a time.

C — EXTERMINATOR — 236/275

140

THE BEAST

MONSTER

INTELLIGENCE	9300	9000
AGILITY	1900	2400
STAMINA	9100	8800
SPECIAL ABILITIES	9200	8900
FEAR FACTOR	9300	9000

The embodiment of pure evil, the Beast was trapped in the centre of a planet balanced on the edge of black hole.

C — EXTERMINATOR — 140/275

207

EXTERMINATE

Use this card to defeat all HUMAN cards with AGILITY below 6000.

The Daleks' favourite way to kill is a blast from their powerful weapons, destroying all who cross their path.

C — EXTERMINATOR — 207/275

154

KRILLITANE 2

MONSTER

INTELLIGENCE	7000	6900
AGILITY	8100	8500
STAMINA	8000	7700
SPECIAL ABILITIES	8300	8600
FEAR FACTOR	8800	8400

This bat-like alien race infiltrated a school and fed the kids chips cooked in Krillitane oil to make them more intelligent.

C — EXTERMINATOR — 154/275

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WEREWOLF QUIZ

It's time to test your Werewolf knowledge...

Q1. What were the monks who worshipped the Werewolf called?

a) The Sisterhood
b) The Brethren
c) The Wolverines

Q2. What was the name of the leader of the warrior monks?

a) Father Michael
b) Father Christmas
c) Father Angelo

Q3. Which of the following was the Werewolf scared of?

a) Mistletoe
b) Holly
c) Bees

Q4. What was the name of the house owned by Sir Robert?

a) Bad Wolf
b) Torchwood
c) Dalek Manor

Q5. The telescope was really what kind of device?

a) Calculator
b) Camera
c) Light chamber

Q6. What kind of precious stone helped defeat the Werewolf?

a) Ruby
b) Emerald
c) Diamond

WEREWOLF CARDS

There are stacks of cards from the Tooth and Claw episode. Can you collect them all?

WEREWOLF! DANGER!

TURN TO PAGE 23 FOR THE ANSWERS BEFORE THE HOST TURNS INTO A WEREWOLF!

HOW TO BEAT A WEREWOLF IN 5 EASY STEPS!

1. Select some bait – preferably someone important. Queen Victoria would be perfect!
2. Build a useless telescope with far more prisms than necessary. It's really a light chamber, but no-one will realise that at first.
3. Get your hands on the biggest, shiniest, most expensive diamond in the world and keep on cutting it until it's just right.
4. Wait for the next full moon...
5. Lure the Werewolf into your trap using the bait then line up the 'telescope' so it focuses the light from the moon on the diamond. This drowns the creature in the very thing it's made from – moonlight.

TEETH
The Werewolf wants to bite Queen Victoria so she will become the next Host.

CLAWS
These are extremely sharp, and can tear through wood with great ease.

DIAMOND
Queen Victoria doesn't realise that her dead husband had the Koh-i-Noor diamond cut specially so it would reflect the moonlight and trap the Werewolf.

THE HOST

Once every generation a boy goes missing in the Scottish glen and becomes the new Host. The current Host was kidnapped by the Brethren when he was younger so his body could house the Werewolf.

MISTLETOE MONKS

The strange monks trained the Werewolf to believe it is allergic to mistletoe. When they wear it around their necks the Werewolf won't go near them.

14

WEREWOLF

HOWLING HORROR!

A strange alien being sits inside a human Host. Every full moon it becomes a Werewolf, and terrorises a remote Scottish glen. It's waiting for Queen Victoria to come to the area so the alien can take over the most powerful woman in the world.

TELESCOPE

At first glance the telescope is beautiful, but a bit rubbish. It has too many prisms to work properly, but it's really a light chamber, designed to magnify light to be used as a weapon.

TOP 10 WEREWOLF FACTS

1. The Werewolf is technically more of a lupine-wavelength haemovariform.
2. Normal bullets can't stop it, only special silver ones.
3. It came to Earth in 1540 when a shooting star landed near the monastery close to the Glen of Saint Catherine.
4. The local werewolf myth goes back 300 years – howling rings round the valley every full moon, and the next morning farm animals are found ripped apart.
5. The Werewolf is driven by a desire to take over Queen Victoria's body and start the Empire of the Wolf.
6. The Werewolf is worshipped as a god by Father Angelo and the Brethren.
7. When Queen Victoria is scratched by the Werewolf, the Doctor thinks she may have been infected, and will become a werewolf herself!
8. The Werewolf can only move to another Host by biting someone.
9. It wants to speed up the development of the Victorian age.
10. After her experience with the Werewolf, Queen Victoria creates an institute to explore strange happenings and names it after the house where she was attacked – Torchwood....